

Computer Games & Viz:

**If you can't beat them,
join them.**

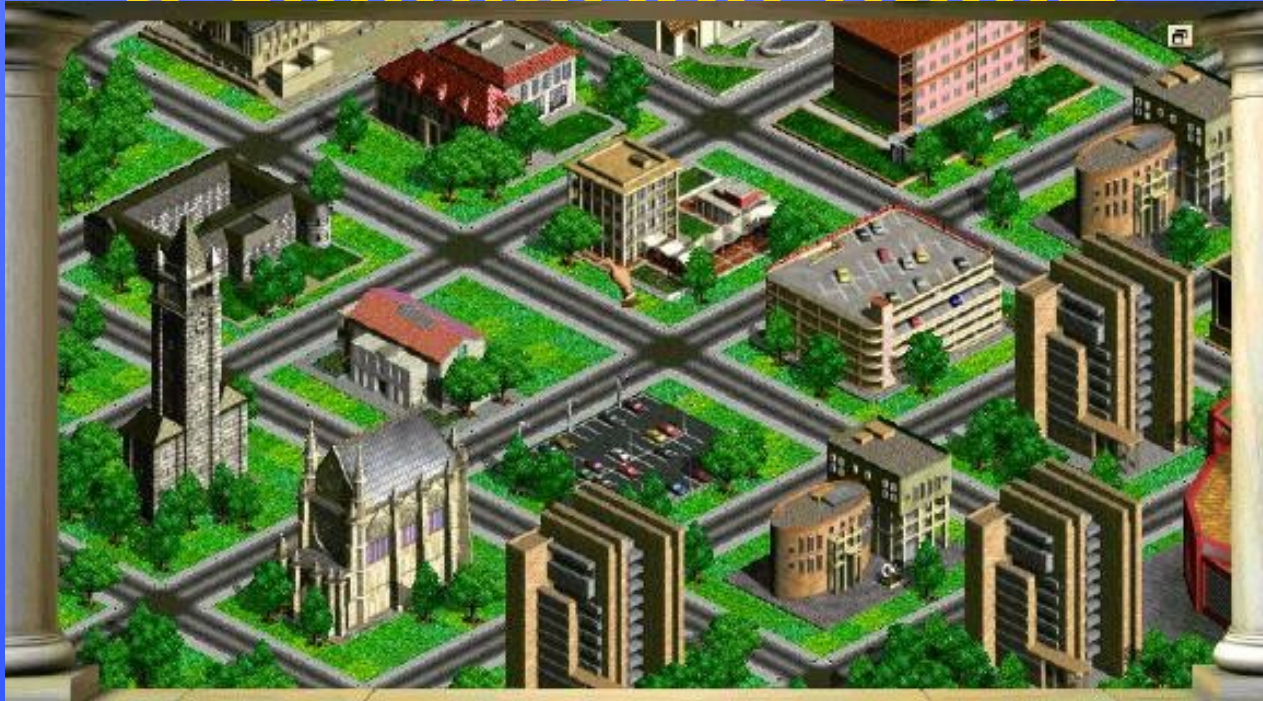
Panelists:

- Theresa-Marie Rhyne
- Peter Doenges
- Bill Hibbard
- Hanspeter Pfister
- Nate Robins
- Chris Hecker

**How do trends and
advances
in computer games
impact the
scientific & information
visualization community?**

**How are visualization displays
and paradigms influenced by
interactive user interfaces &
visual
metaphors of game design?**

Screen Shot from “Virtual U”: a simulation game



Virtual U simulates building and managing a University or College.
Image shown courtesy of the Virtual-U team,
<http://www.virtual-u.org>

Urban Planning Visualization influenced by Computer Games



Image courtesy of Andy Smith of the Centre for Advance Spatial Analysis
at the University College London,
(<http://www.casa.ucl.ac.uk/public/meta.htm>).

**Are 3D visual thinking
and visualization
hindered or enhanced
by
3D computer games?**

Chemistry Visualization influenced by 3D Game Design

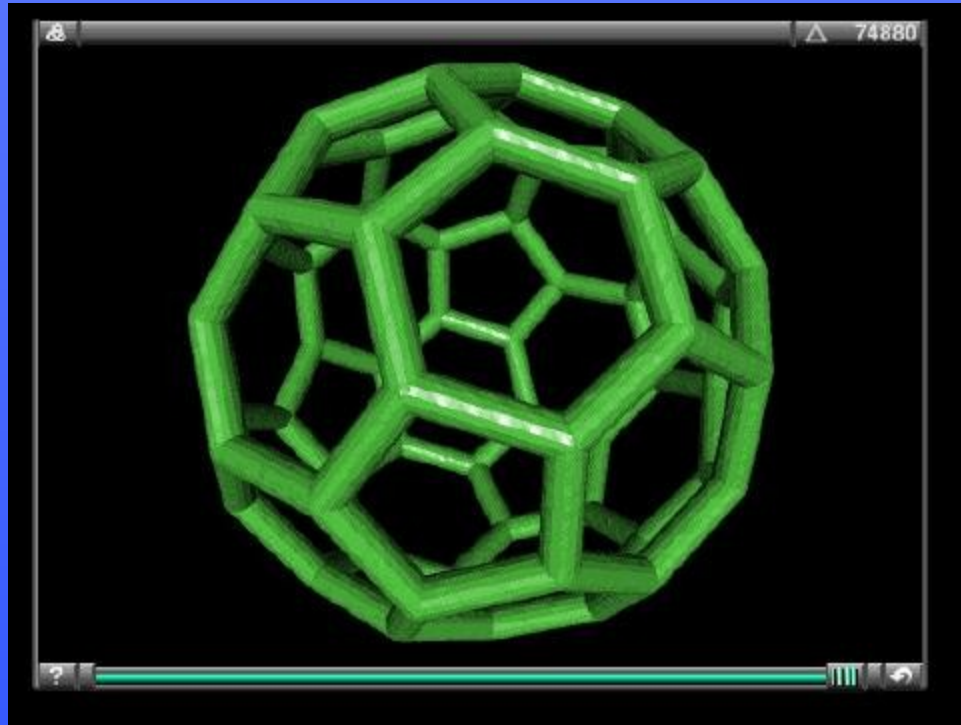


Image shown courtesy of Shawn Sapp, Colorado State University,
(<http://lamar.colostate.edu/%7Eesasapp/metamol-gallery.html>).

**To what extent are
visualization
requirements altered by
computer games driven
enhancements to major
APIs?**

**How do games' short release
cycles impact driver stability
and
completeness of driver
implementations with regard
to
visualization criteria?**

**Will a computer games
focus
result in a lack of
advanced rendering
features
that could stifle
visualization research?**

**Is there a conflict
between the acceptable
levels of accuracy
& quality of artifacts
between game development
versus scientific &
information
visualization?**

**Will the rapid pace
associated with computer
games development be
compatible or in conflict
with
the requirements of the
visualization community?**

**Will the computer games
arena**

**provide the funding &
research**

**to improve graphics
performance**

**for the computer graphics
field**

in general & visualization

specifically?